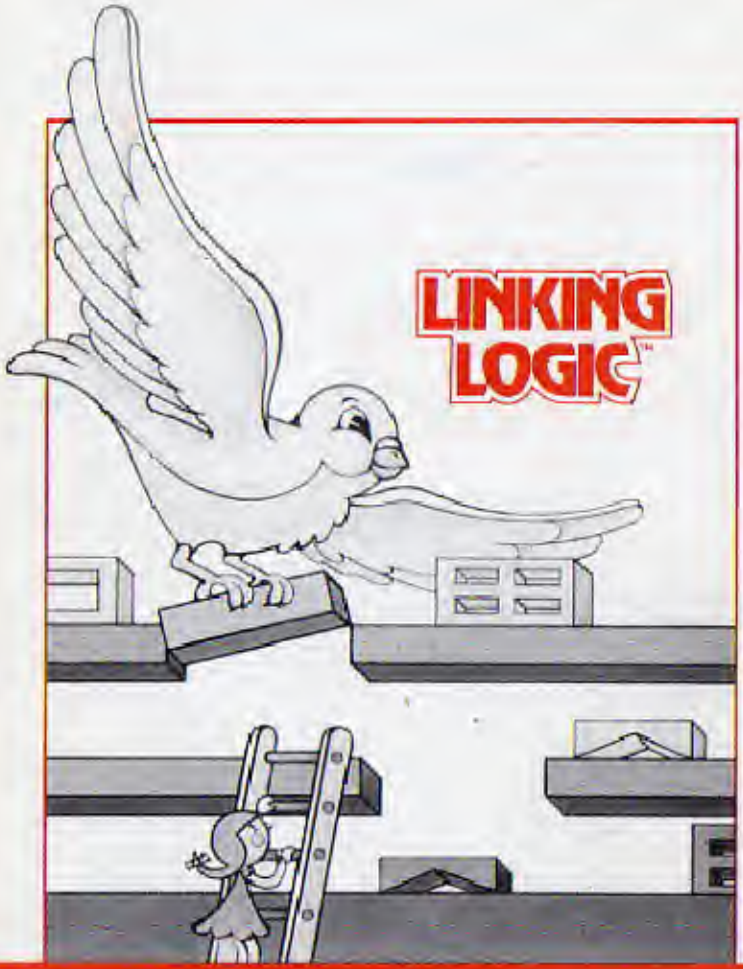

Fisher-Price

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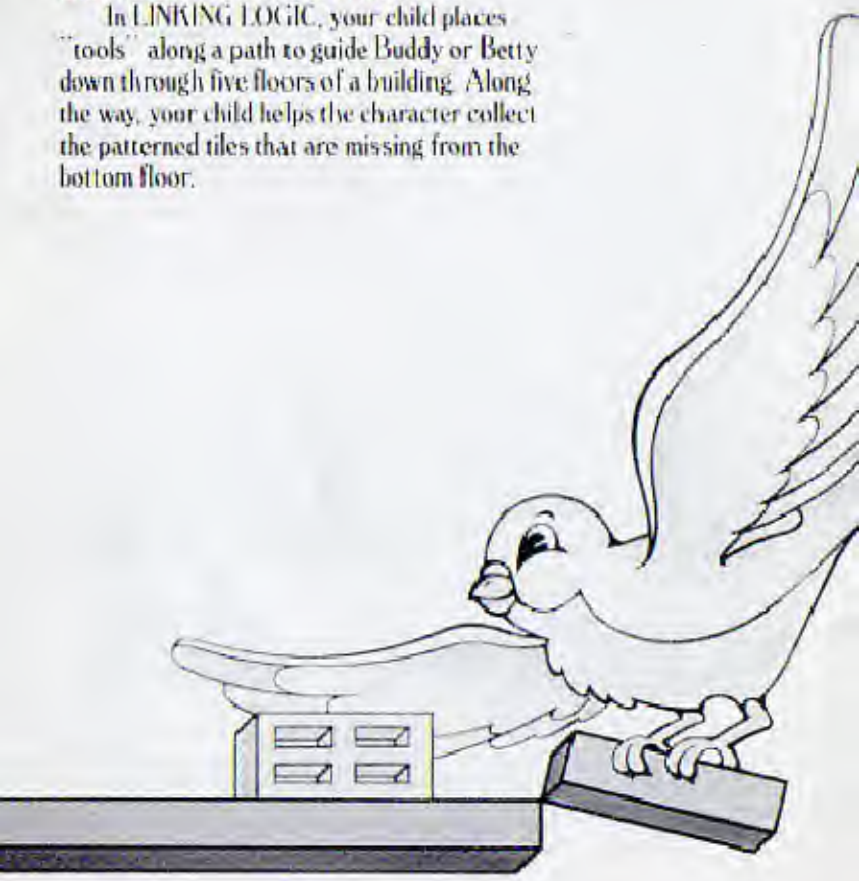
PARENTS

LINKING LOGIC challenges children to improve their logical reasoning and planning skills. These skills play a key role in developing a child's ability to approach and solve problems. A child learns to identify different ways to approach a problem, plan actions to be taken, and evaluate the outcome of a solution.

In LINKING LOGIC, your child places "tools" along a path to guide Buddy or Betty down through five floors of a building. Along the way, your child helps the character collect the patterned tiles that are missing from the bottom floor.



HOW DO I START?

- Be sure the computer is turned off.
- Plug in the joystick. (Use Port 2 for Commodore 64)
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.

SELECT A LEVEL

Linking Logic has 4 levels and each level has 5 rounds. Higher levels challenge your child to place "tools" (like walls and ladders) more skillfully and to collect a greater variety of patterned tiles.

To select a level, press: the F5 key for Commodore 64, the SELECT key for Atari, the 1, 2, 3 or 4 button for Coleco.

To return to the menu, press: the F5 key for Commodore 64, the OPTION key for Atari, the RESET button for Coleco.

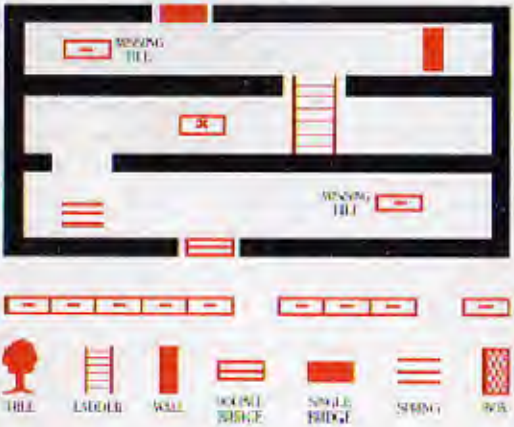
HOW DO I WIN?

Try to score as many points as you can by skillfully using "tools" (ladders, springs, walls, and bridges), and planning a path to help you collect all the tiles that are missing from the bottom floor. When you collect every missing tile, you go on to the bonus round where you can score extra points. Then it's on to the next round!

WHAT DO I DO?

- Choose Buddy or Betty by pressing the space bar. (Press the [*] button for Coleco)
- Fly Billie the Bird by using the joystick.
- Pick up a tool by placing Billie on top of a tool at the bottom of the screen and by pressing the joystick button.*
- Place a tool by flying it up to where you want to leave it. Press the joystick button.*

	Tool Key
Single Bridge	Place in holes in the floor
Double Bridge	Place in holes in the floor
Spring	Place on the floor under a hole in the floor above
Wall	Place along the floor where there are no holes
Ladder	Place on the floor under a hole in the floor above



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FISHER-PRICE LEARNING SOFTWARE WARRANTY POLICY

If this product should prove defective by reason of improper workmanship or material during the first 30 days from the date of original purchase, return it to the dealer from whom it was purchased for a free replacement.

If it should prove defective after the first 30 days, mail it to FISHER-PRICE Learning Software at this address:

FISHER-PRICE Learning Software
Customer Service
P.O. Box 1327
Cambridge, Massachusetts 02238
(617) 494-1999

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Proof of Purchase

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Fisher-Price™
Learning Software

- Start the game (once all the tools you want to use are in place) by flying Billie to the tree and pressing the joystick button.*
- Pick up the missing tiles by pressing the joystick button* when Buddy or Betty walks in front of them. THESE TILES WILL BE PLACED IN THE SPACES ON THE BOTTOM FLOOR.

THE BONUS ROUND

- Move Buddy or Betty with the joystick. The building will disappear and you will have to remember your previous path so you can pick up trees instead of tiles and earn bonus points.

HINTS

1. If you pick up a tool you don't want, help Billie fly it over to the box in the lower right corner and press the joystick button.*
2. Leftover tools are saved for later rounds. Use only as many tools as you need.

*(Press any button except the [*] button for Coleco)

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